What is claimed is:

1.   A method for controlling trap generation of an SNMP which is
operated between a manager and at least one agent, wherein a TrapFlag field and
5   a Trap Peer field are defined for each management-object resource (each object)
in describing an MIB of an SNMP and more than two objects are correlated to
define a trap generation condition.

2.   The method according to claim 1, wherein the TrapFlag field is a
10   field for indicating whether a trap is to be generated for each object described in
the MIB.

3.   The method according to claim 1, wherein a value of the TrapFlag
field is set as 'ON' state or 'OFF' state by the manager.

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4.   The method according to claim 3, wherein the agent generates a
trap for a corresponding object in case that the TrapFlag field is in the 'ON' state,
while, the agent does not generate a trap in case that the TrapFlag field is in the
'OFF' state.

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5.   The method according to claim 1, wherein the TrapPeer field is a
field for defining a trap generation condition for an object.

6.   The method according to claim 5, wherein the TrapPeer field is set
25   as an 'ON' state or an 'OFF' state by the agent.

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7.   The method according to claim 6, wherein the agent sets the TrapPeer field as the 'ON' state in case that the state of an object satisfies a trap generation condition.

8.   The method according to claim 7, wherein the trap generaiton condition is defined by correlating more than two objects.

9.   A method for controlling trap generation of an SNMP which is operated between a manager and at least one agent, comprising the steps of:

defining a TrapFlag field and a TrapPeer field in an MIB of an agent;

setting a TrapFlag field value according to the message outputted from the manager;

setting a TrapPeer field value for each object by the agent according to the Trap generation condition defined in the MIB; and

generating a trap for an object according to the values of the TrapFlag field and the TrapPeer field.

10.   The method according to claim 9, wherein the TrapFlag field is a field for indicating whether a trap is to be generated for each object described in the MIB.

11.   The method according to claim 9, wherein the TrapPeer field is a field for defining a trap generation condition for an object.

12.   The method according to claim 9, wherein the agent sets the

TrapPeer field as the 'ON' state in case that the state of an object satisfies a trap generation condition.

13. The method according to claim 9, wherein the trap generation condition is defined by correlating more than two objects.

14. The method according to claim 9, wherein the trap generating step comprising the sub-steps of:

searching a TrapFlag field of each object when it comes to a trap generation period;

checking the state of a TrapPeer field in case that the TrapFlag is in an 'ON' state; and

generating a trap for a corresponding object in case that the TrapPeer is in the 'ON' state.

15. The method according to claim 14, wherein in case that the TrapFalg is in the 'OFF' state, a trap is not generated in no case.

16. The method according to claim 14, wherein in case that the TrapFlag is in the 'ON' state and the TrapPeer is in the 'OFF' state, a trap is not generated.

17. A method for controlling trap generation of an SNMP comprising the steps of:

defining a TrapFlag field and a TrapPeer field in an MIB of an agent; and

generating a trap for an object according to the values of the TrapFlag field and the TrapPeer field as defined, of which

the step of generating a trap comprising the sub-steps of:

searching the TrapFlag field of each object when it comes to a trap generation period; c

hecking a state of the TrapPeer field in case that the TrapFlag is in an ON state; and

generating a trap for a corresponding object in case that the TrapPeer is in an ON state.

18.   The method according to claim 17, wherein the TrapFlag field is a field for indicating whether a trap is to be generated for each object described in the MIB.

19.   The method according to claim 17, wherein the TrapPeer field is a field for defining a trap generation condition for an object.

20.   The method according to claim 17, further comprising the steps of:

setting a TrapFlag field value according to a message outputted from the manager; and

setting a TrapPeer field value for each object in the agent according to the trap generation conditions defined in the MIB.

21.   The method according to claim 20, wherein the manager outputs a message to set a TrapFlag field of an object of which state is not changed as an

'OFF' state.

22.   The method according to claim 20, wherein the trap generation condition is defined by correlating more than two objects.

23.   The method according to claim 20, wherein the agent sets the TrapPeer field as the 'ON' state in case that the state of an object satisfies a trap generation condition.